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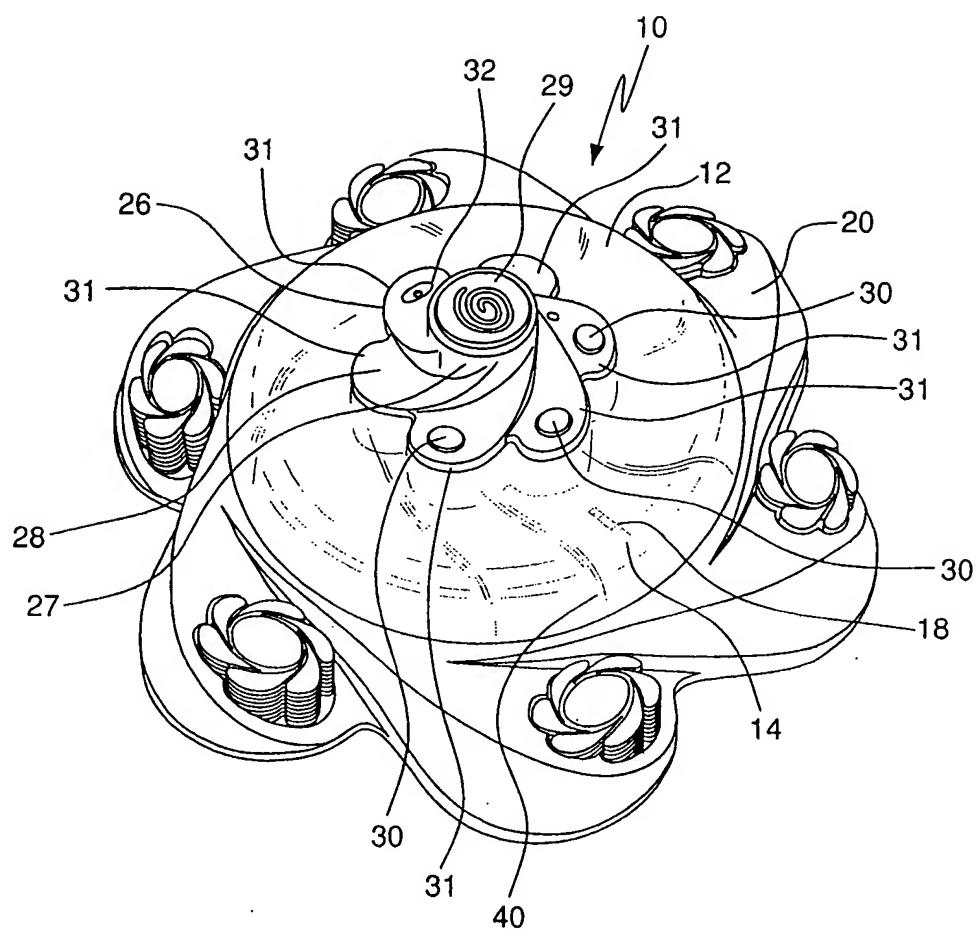


FIG. 1

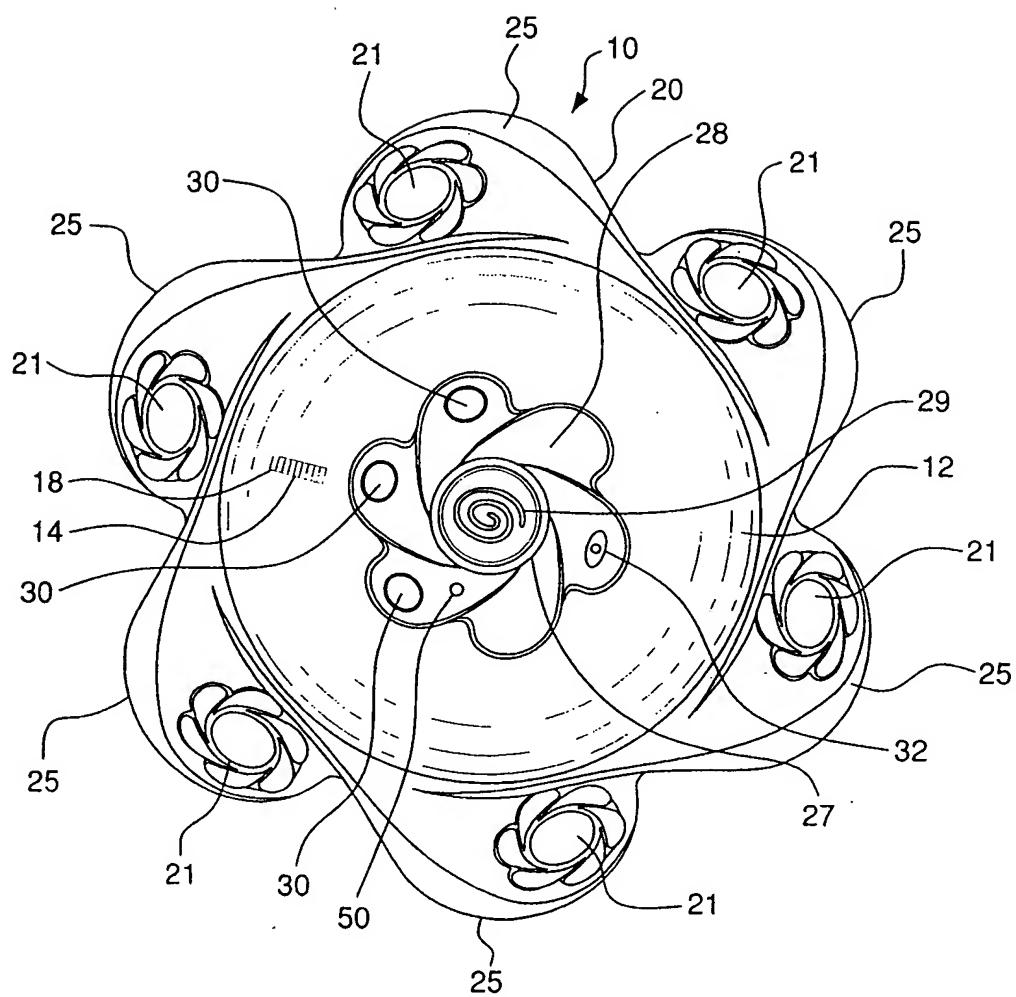


FIG. 2

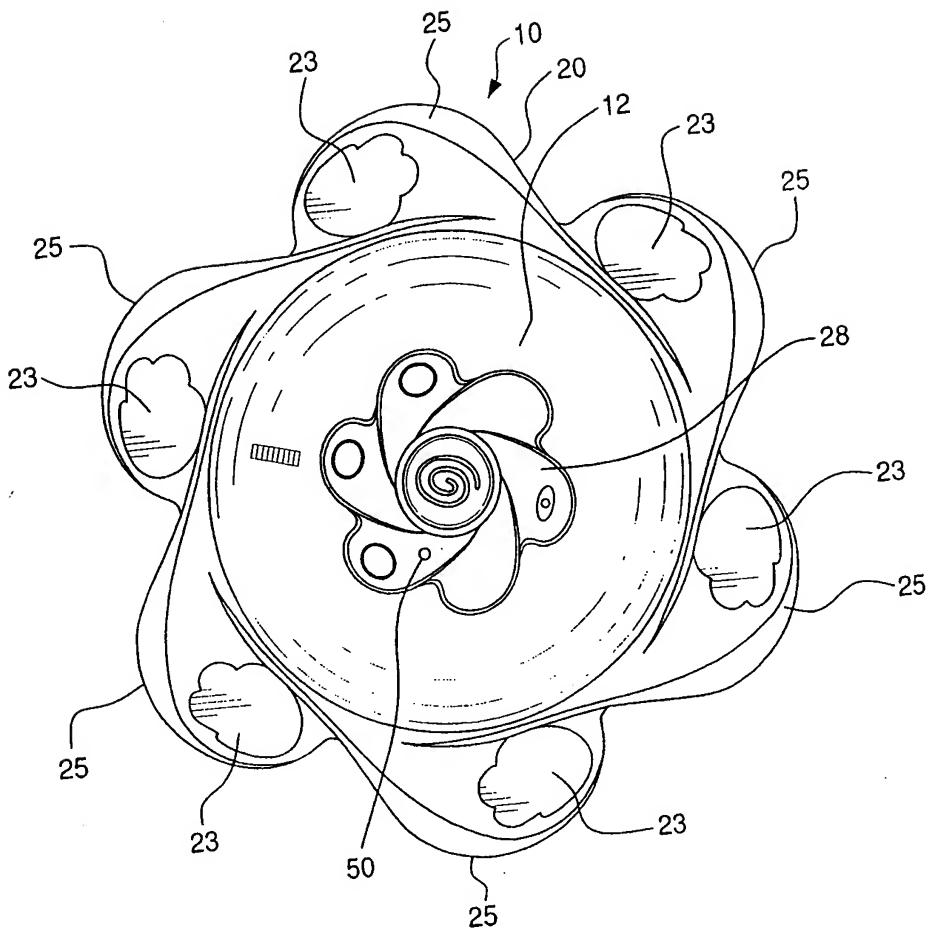


FIG. 3

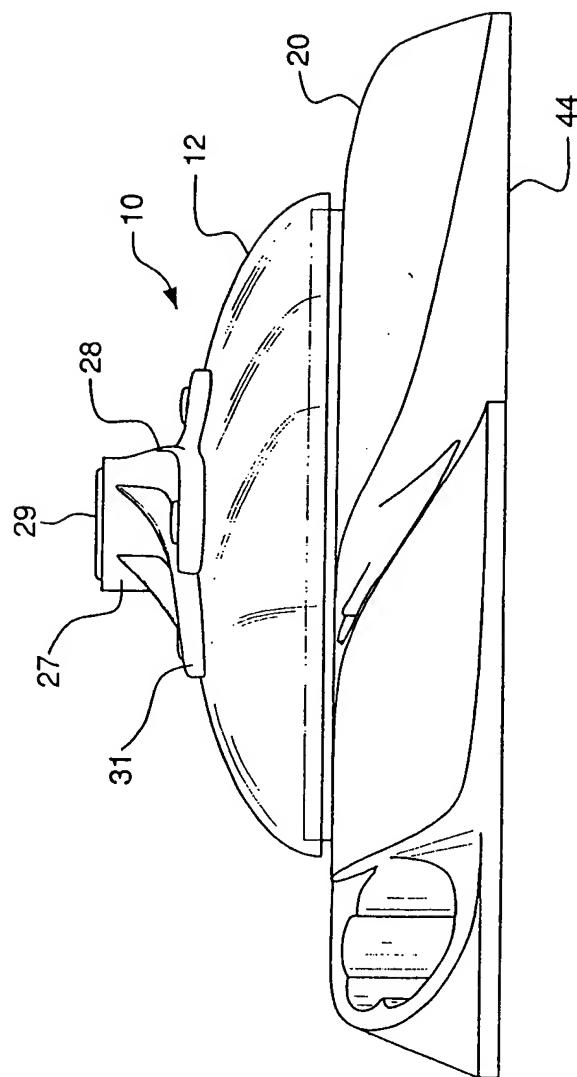


FIG. 4

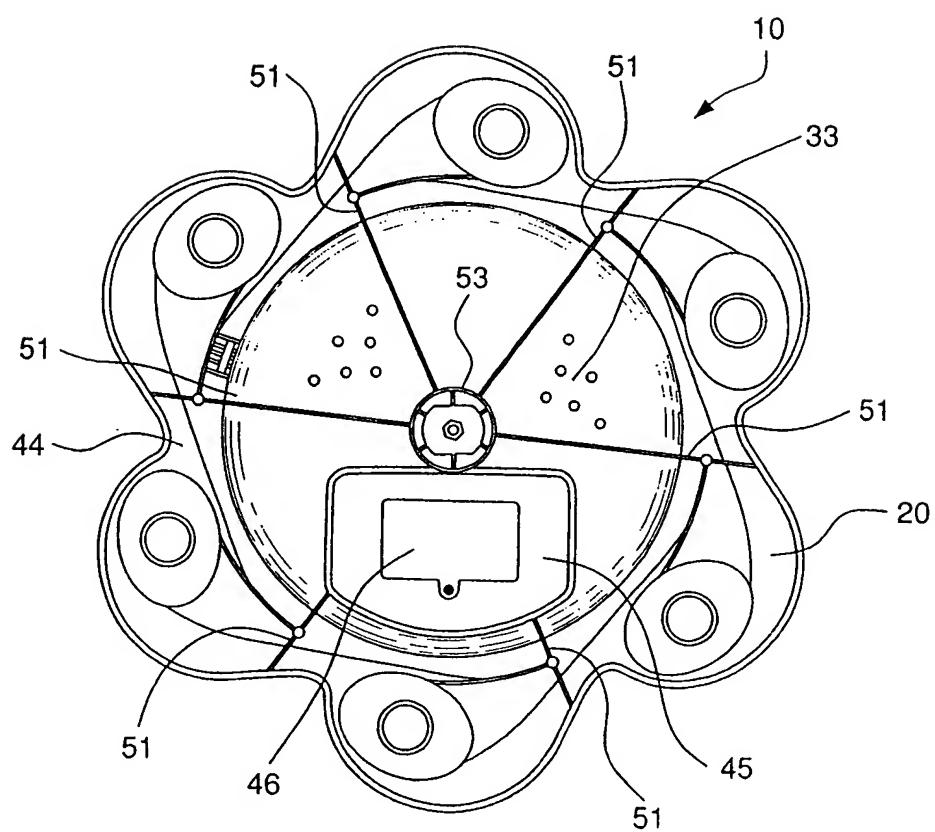


FIG. 5

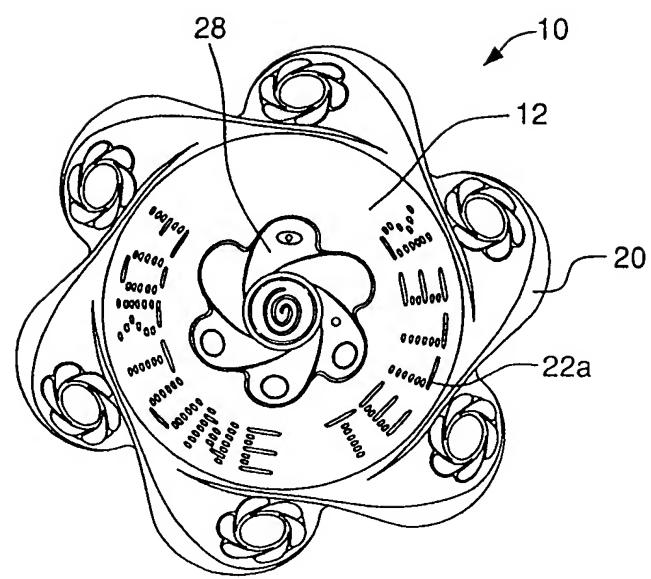


FIG. 6

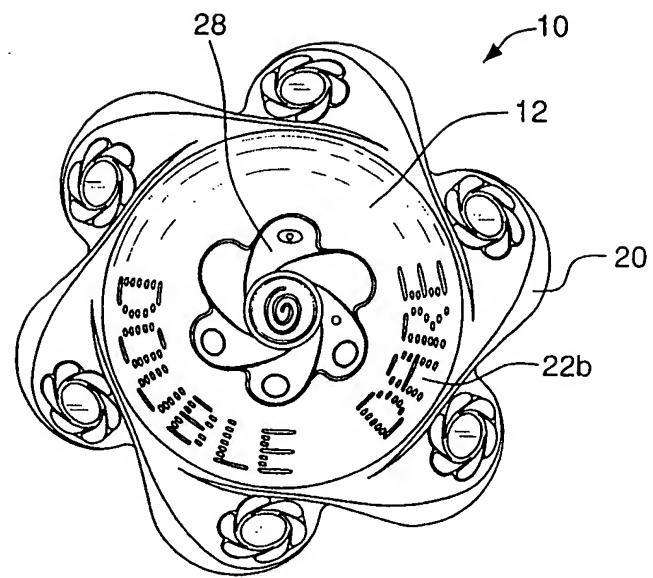


FIG. 7

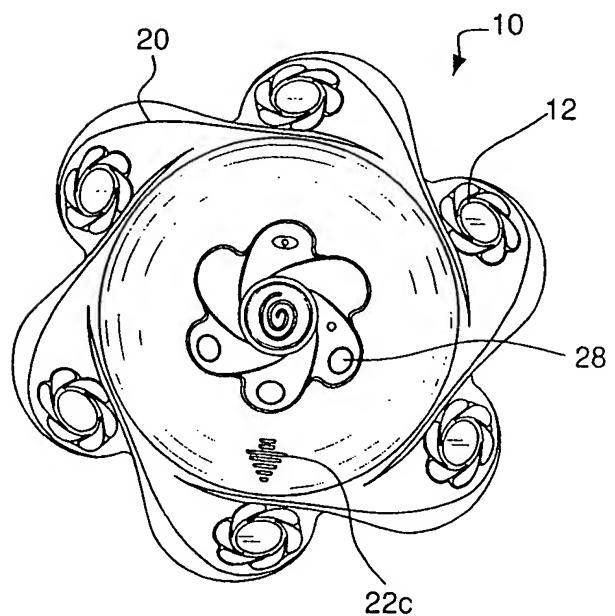


FIG. 8

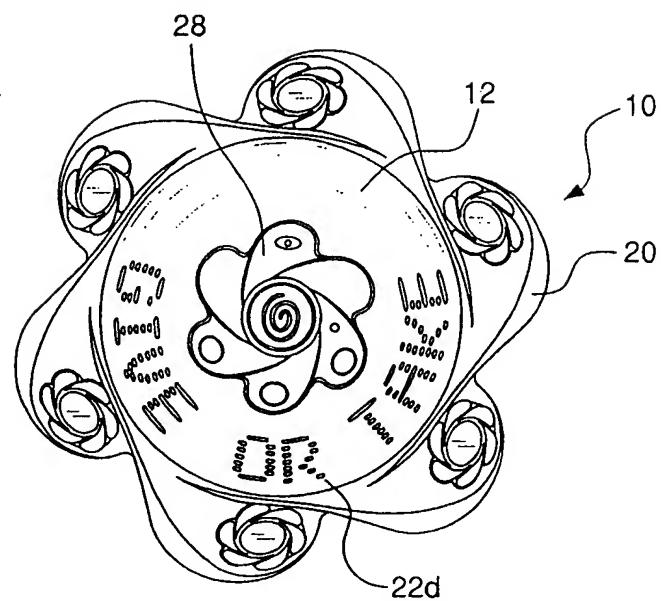


FIG. 9

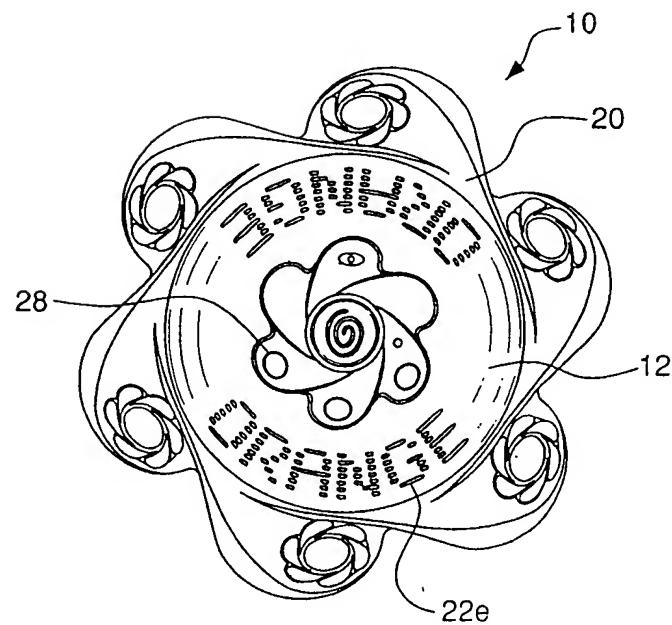


FIG. 10

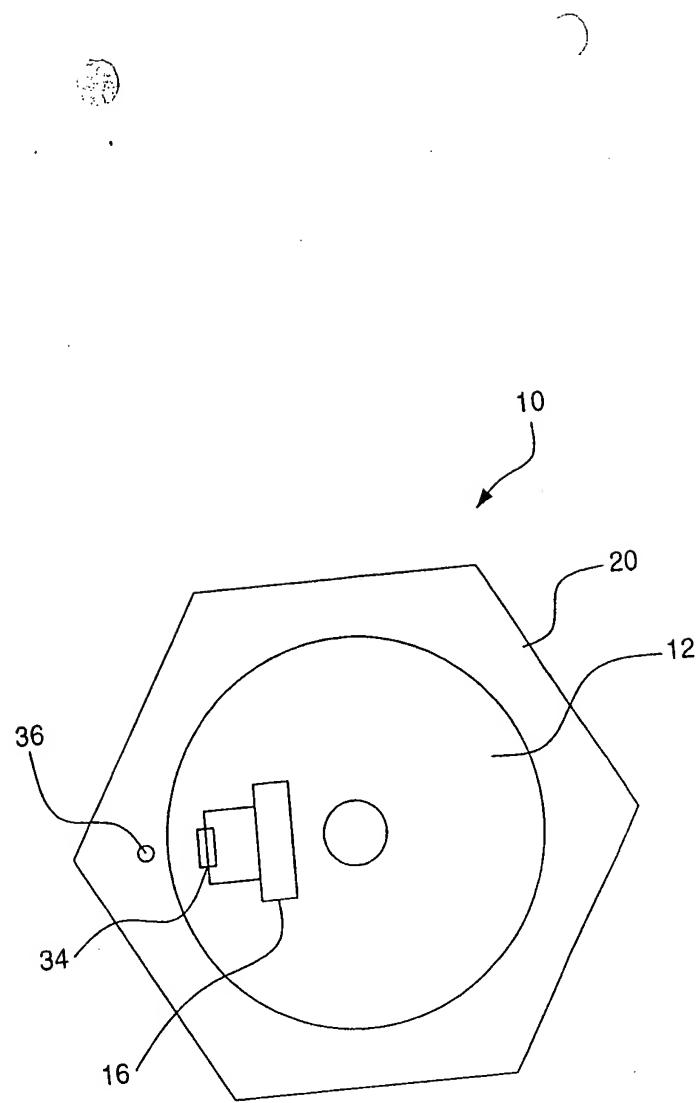


FIG. 11

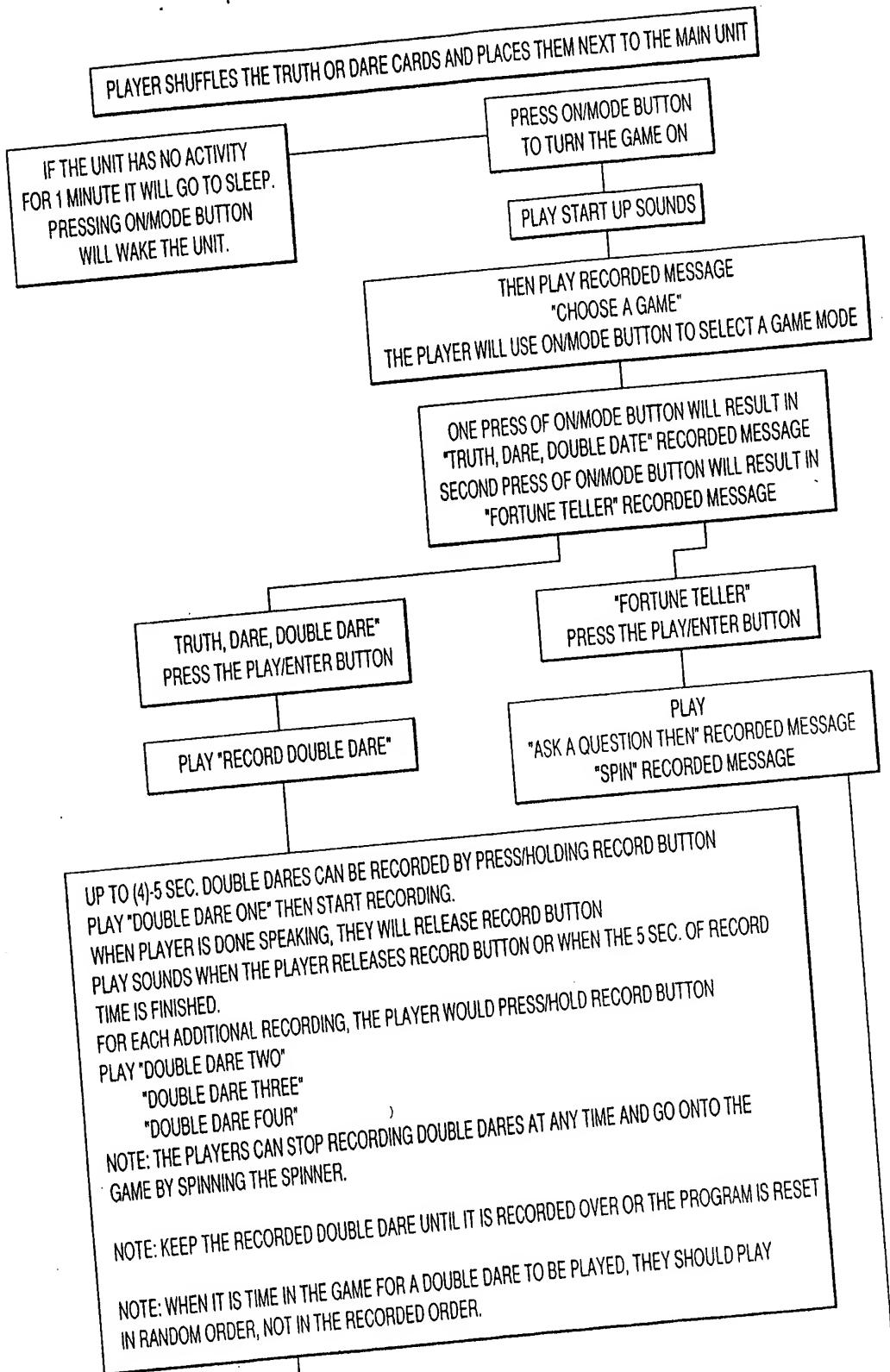


FIG. 12

TO FIG. 13

TO FIG. 13

FIG. 13

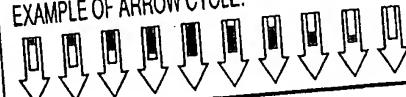
FROM FIG 12

FROM FIG 12

NOTE: DISREGARD (GIVE/TAKE) AND (CATEGORIES) IN THIS MODE

WHEN THE SPINNER STOPS CYCLE THE ARROW  
LED'S FROM THE INSIDE OUT. LOOP FOR 3 SEC.

EXAMPLE OF ARROW CYCLE:



THE GAME FLOW REPEATS UNTIL  
PLAYER IS FINISHED OR SWITCHES  
GAME MODES.

IMPORTANT:

IF AT ANYTIME DURNIG BOTH GAMES THE  
PLAYER DOES NOT SPIN THE SPINNER FAST  
ENOUGH TO DISPLAY ALL THE TEXT OR IF THE  
SPINNER IS SPINNING TOO SLOW TO DISPLAY  
THE REMAINING TEXT STOP DISPLAYING  
LED'S, STOP CURRENT SOUNDS PLAY  
"TRY AGAIN" AND WAIT FOR THE PLAYER TO  
SPIN AGAIN. THIS WILL MAKE THEM TRY TO  
SPIN THE SPINNER FAST ENOUGH TO SEE ALL  
TEXT.

TO LISTEN TO THE MESSAGE THAT WAS JUST  
RECORDED PRESS PLAY/ENTER BUTTON.  
PRESS PLAY/ENTER BUTTON AGAIN TO HEAR  
THE NEXT RECORDING LOOP BACK TO RECORDING  
WHEN NECESSARY. IF YOU DONT LIKE THE  
RECORDING THAT WAS JUST PLAYED THEN  
PRESS/HOLD RECORD BUTTON+PLAY/ENTER BUTTON  
TO RE-RECORD.

AFTER THE DOUBLE DARES ARE RECORDED PLAY  
RECORDED MESSAGE "SPIN!"

WHOEVER IS FIRST (DETERMINED BY PLAYERS)  
WILL SPIN AROUND. LOOP SOUND FOR 4 SEC.  
IF A PLAYER DOES NOT SPIN THE SPINNER AFTER  
5 SECONDS PLAY.

DISPLAY TRUTH OR DARE "INTRO PATTERN"  
AND PLAY RECORDED MESSAGE "SPIN"

THEN RANDOMLY DISPLAY ONE OF THE MESSAGES WITH THE LED'S  
FOR 4SEC. ON BOTH SIDES OF THE SPINNER.

- (GIVE)
- (TAKE)
- (GIVE OR TAKE)

IF, (TAKE) IS DISPLAYED THEN THE PLAYER NEEDS TO DO WHAT IS SELECTED.

IF, (GIVE) IS DISPLAYED THEN THE PLAYERCAN SELECT SOMEONE ELSE  
TO DO WHAT IS SELECTED.

IF, (GIVE OR TAKE) IS DISPLAYED THE PLAYER GETS TO DECIDE IF THEY  
TAKE OR GIVE WHAT IS SELECTED.

TO FIG 14

FROM FIG 13

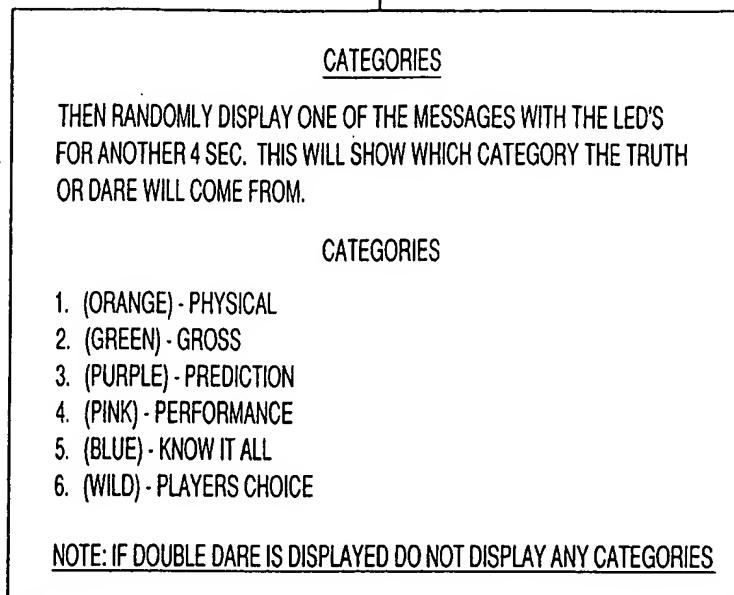
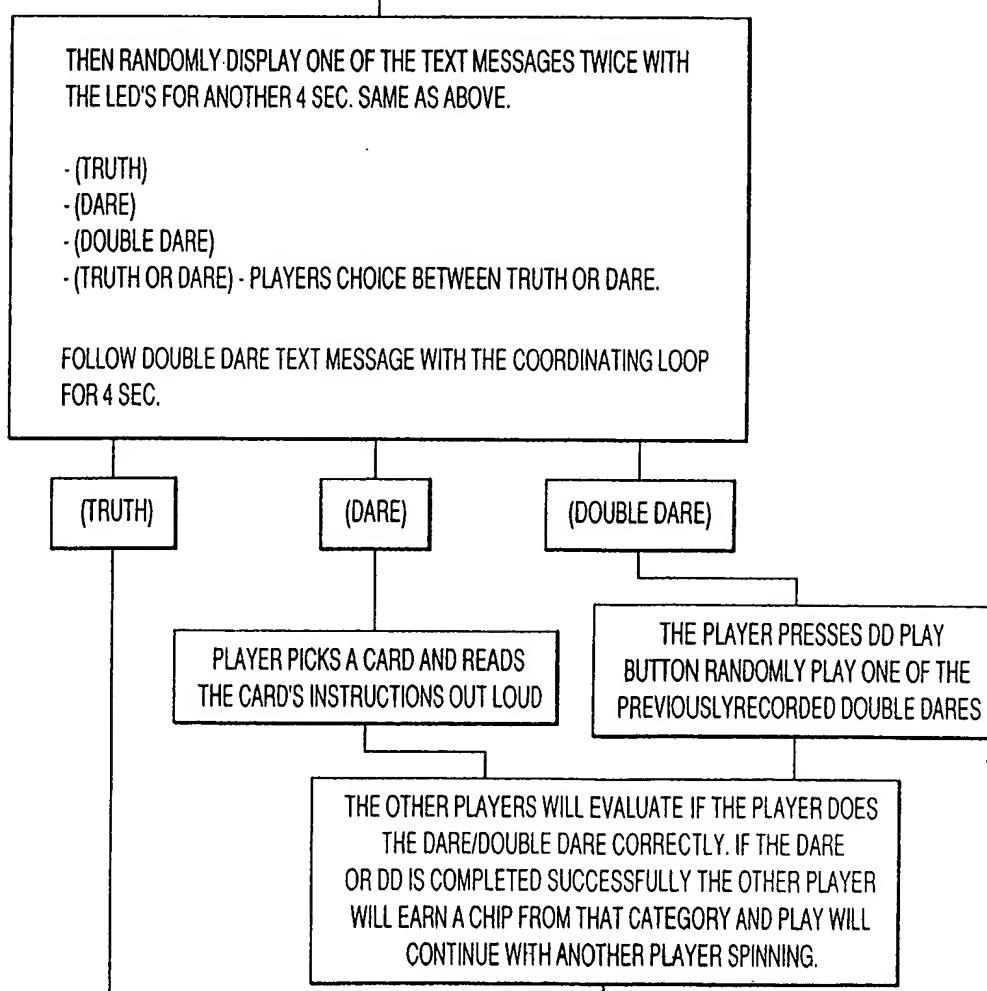


FIG. 14



TO FIG 15

TO FIG 15

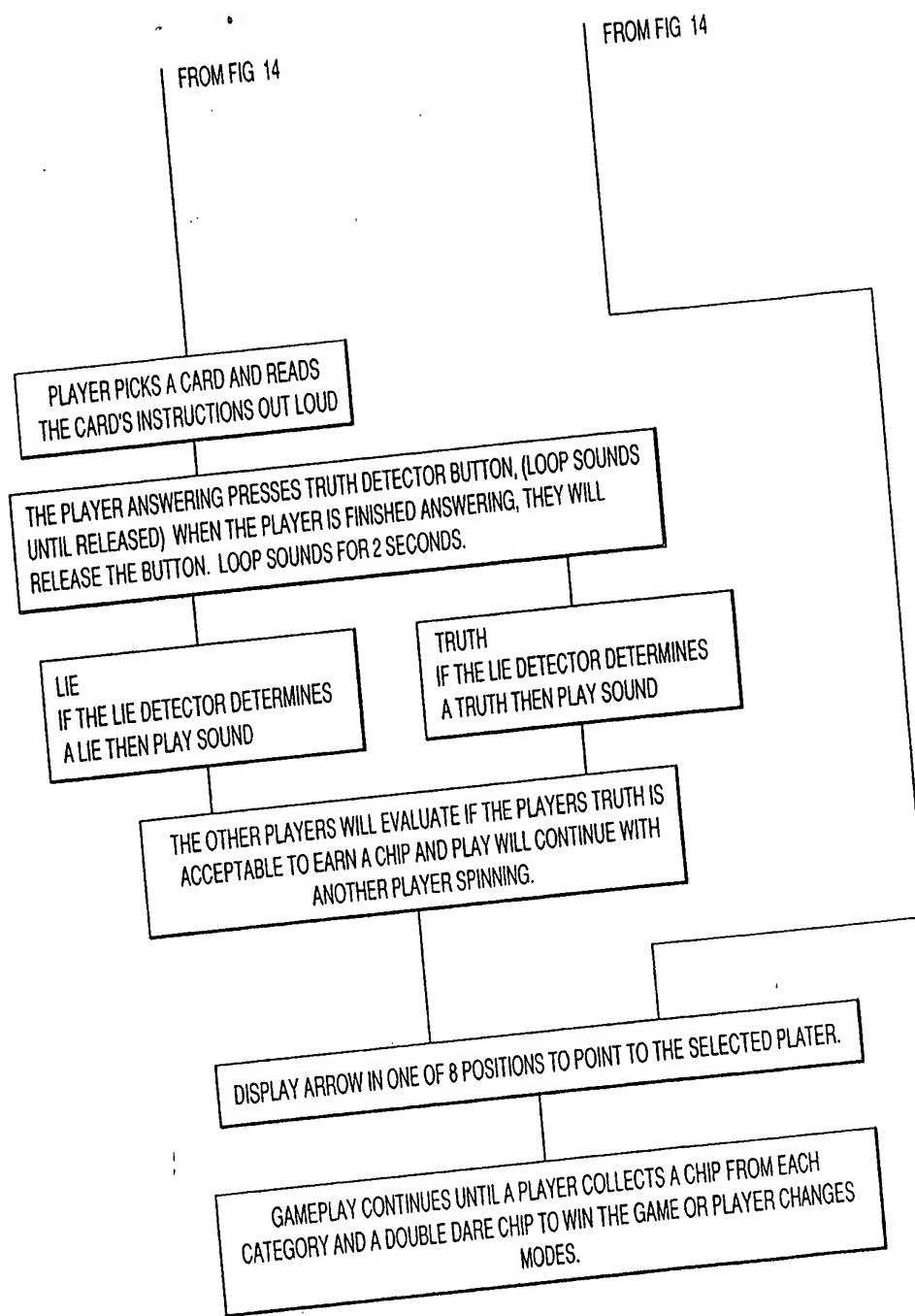


FIG. 15